

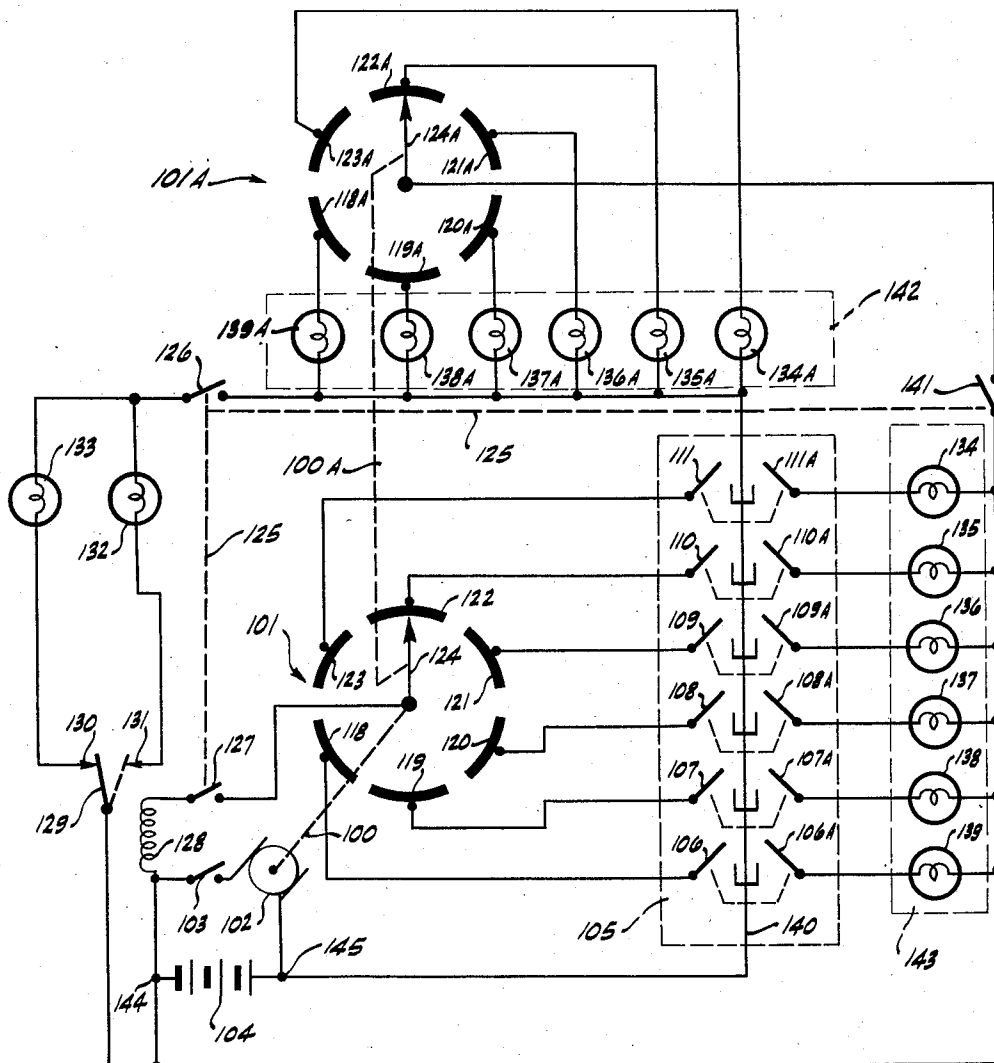
Sept. 1, 1959

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2,902,283

ELECTRICAL GAME

Filed Aug. 15, 1955



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2,902,283

ELECTRICAL GAME

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Application August 15, 1955, Serial No. 528,216

3 Claims. (Cl. 273—139)

This invention relates to games and in particular to an electrical analog of an amusement game of the roulette type.

This invention contemplates a game which is played by the manipulation of several fixed and rotatable switches. A group of selector switches is arranged to provide for selection of a desired circuit corresponding to a number in an indicator lamp. At the same time the selector switch also completes a circuit to a rotary switch having a number of possible single pole circuit positions equal to the number in the group of selector switches. The rotary switch is then rotated rapidly so that it stops by chance at some one of the positions of the rotary switch. If the position at which the rotary switch has stopped is the same as that to which the selector switch is connected this completes a circuit to a relay. The relay circuit is arranged to be open at all times even when the relay circuit is completed as above described. But, when a momentary switch is depressed the relay closes if the rotary switch circuit is completed, or, remains open if the rotary switch circuit is not completed. When the relay circuit is completed and the relay terminals close the momentary switch also energizes an indicator lamp to indicate a "hit" or coincidence. If the chance stopping position of the rotary switch is not one by which the relay circuit is completed, the operation of the momentary switch energizes a different indicator lamp to indicate a "miss."

The game may be played so that so long as a "miss" is scored the player may continue. Should a "hit" or coincidence be scored the player is out. The number of players is unlimited and the scoring may be selected any other way that those playing may desire. It is however more fun to see who can stay in the game longest.

Accordingly it is an object of this invention to provide an electrical analogue of a roulette type of amusement game.

It is a further object of this invention to provide an electrical amusement game which simulates roulette wherein a number is selected by a switch circuit, and the game played whereby the matching of the selected number in the random rotation of a rotating switch device, capable of contacting any one of all of the numbers available for selection, results in the elimination of the player.

And yet another object of this invention is to provide an electrical roulette game comprising a number of switch connections from which a selected connection is made and when the circuit is matched by the chance stopping position of a rapidly rotated switch a "hit" is indicated and the failure to match the circuit is indicated as a "miss."

It is still another object of this invention to provide an electrical game wherein the selection of one switch of a group may correspond to a selected number in a roulette game and which number if matched by the random stopping position of a multi-position rotary switch corresponding to a roulette wheel will light a matching indi-

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cator to constitute a winning selection and light another indicator to constitute a "miss."

It is again an object of this invention to provide an electrical game involving fixed and rotary switches, indicating lights, and a source of power therefor to simulate the game of roulette.

It is still another object of this invention to provide an electrical game of chance in which a circuit is selected which may be completed through one of the contacts of a rotary switch that has been randomly positioned by an electric motor, if the random position and selected position coincide, the coincidence indicates a "hit," and the lack of coincidence indicates a "miss."

It is a still further object of this invention to provide a game of chance which is played by the voluntary selection of a circuit which is electrically connected with an indicator through only one of a plurality of connecting paths which are selected randomly by a motor driven device.

These and other objects of this invention are described in the following specification taken together with the drawing in which a preferred but not limiting embodiment of the invention is shown, and in the appended claims.

In the drawing:

The figure shows an electrical schematic circuit diagram of the game of this invention.

Referring to the accompanying figure, a rotary two pole 6 position switch 101 and 101A is shown which has rotors 124 and 124A mechanically driven by an electric motor 102 through links 100 and 100A when a switch 103 is closed to apply power to motor 102 from a source of electric energy 104. Rotary switch 101—101A may also be manually operated without departing from the spirit of this invention. Source of electric energy 104, while shown in the drawing as a battery, may be any other source of electric power such as the A.-C. power line or the secondary of an A.-C. transformer. A multi-position switch 105 which may be a push button switch has six pairs of contacts and may be of the type which may have only one button pushed at one time. Pressing any one button releases any other that may be depressed. A common connecting terminal or bar 140 of switch 105 is connected to one side 145 of power source 104. Each of the switch contacts 106A through 111A respectively on one side of push button switch 105 is connected to one terminal respectively of each of six lamps 134 through 139 respectively so that when any one of the contacts 106A through 111A respectively is made with contact bar 140, a circuit is completed through its associated lamp to the other side 144 of power source 104 and that lamp will light to indicate the push button selected. Switch 105 may be a rotary switch in which case the operation of the circuit is identical but selection is made by rotating a knob to the selected switch position. Contacts 111 and 111A are paired, as are 110 and 110A; 109 and 109A; 108 and 108A; 107 and 107A; and 106 and 106A respectively. Thus, for example, depressing the push button which makes a contact for 110 and 110A against bar 140 of switch 105 completes a circuit through lamp 135 to the power source 104 and lamp 135 will light up. At the same time power is brought to a terminal 122 of switch 101 through which, if by chance rotor arm 124 is brought into contact with terminal 122 electrical energy will flow therethrough to relay coil 128 if switch 127 is closed.

Push button switch arm 111 is connected to rotary switch terminal 123. Arm 109 is connected to terminal 121. Arm 108 is connected to 120. Arm 107 is connected to terminal 119. Arm 106 is connected to terminal 118. Terminals 123, 122, 121, 120, 119 and 118

are part of switch 101. And each would operate as previously described for terminal 122 if there was a coincidence between the position of arm 124 of switch 101 and a terminal of switch 101 connected to a corresponding push button when that push button is depressed. The corresponding one of lamps 134 through 139 is lit up also.

Upon the occurrence of such a coincidence relay coil 128 is energized when switch 127 is closed. Switch 127 is mechanically linked with switch 126 and switch 141. They are closed together so that if no coincidence has occurred as above described lamp 133 is energized. If a coincidence does occur then relay coil 128 is energized and arm 129 is closed against contact 131 to energize lamp 132.

Switch 101A is coupled by linkage 100A to switch 101. The contacts of switch 101A are designated the same as those of switch 101 but each contact has an A following its characteristic number. Thus arm 124A of switch 101A corresponds to arm 124 of switch 101. Lamps 134A to 139A have thus a position correspondence with lamps 134 to 139, and so forth. In addition to the indication of a coincidence by the energization of the lamp 132 the coincidence would also be expressed by the lighting up of a lamp having an A designation such as 134A in group 142 which corresponds to a lamp in group 143 having the same numerical designation without the letter as 134. Switch 141 (coupled with switches 127 and 126 further described below) controls the energization of lamps in group 142 and will light that lamp of group 142 corresponding to the position of arm 124A of switch 101A. Although shown in a relationship at right angles to one another in the circuit, the lamp groups 142 and 143 may be arranged so as to be in line with one another for easy indication of coincidence.

The system of this invention may be operated without switch section 101A, lamp group 142 and switch 141 with no impairment in the game. When constructed and operated without switch 101A lamp group 142 and switch 141, the only indication of coincidence will be the energization of lamp 132.

To describe a typical use of the game the first step is to depress a desired button of push button assembly 105. For our illustration let this be contacts 103—108A. Lamp 137 is thus lit up indicating the selection.

Next switch 103 is closed permitting motor 102 to be energized. As motor 102 runs, by its mechanical link 100 it drives rotors 124 and 124A of switch 101 and 101A. Motor 102 is run so quickly that it is not possible to know where arm 124 is at any instant. Then motor 102 is stopped by releasing switch 103. For our example this may correspond to spinning the roulette wheel to an unknown position.

Next switches 126 and 127 and 141 are depressed by their common arm 125. This may be called the "trigger" switch. If arm 124 has stopped at switch terminal 120, arm 124A has also stopped at terminal 120A. When common arm 125 closes switches 126 and 127 and 141 relay coil 128 will be energized and lamps 132 and 137A will light up because relay arm 129 closes against contact 131 indicating a hit and the circuit is completed by arm 124A and switch point 120A.

If arm 124 of switch 101 had stopped at any other terminal position of switch 101, then no circuit would be completed through switch 127 to relay coil 128 and relay coil 128 would remain deenergized. Relay arm 129 then is closed against contact 130 to light lamp 133, indicating a miss and switch 141 closes the circuit to the appropriate position of switch 101A to light one of the lamps of group 142 other than lamp 137A.

It is possible for one skilled in electrical connection devices to vary the details of this simulated roulette game without departing from the spirit of this invention as described herein and defined in the appended claims. While the system as it has been described herein only indicates 6 positions, greater complexity could be achieved

with a greater number of connection units to simulate a roulette game but the operating principle would not be changed thereby.

What is claimed as new is:

1. An electrical game comprising a source of electric power; a plural circuit two-pole rotary switch; a two-pole selector switch having a plurality of selectable circuits corresponding in number to said rotary switch, one pole and respective circuits of said plural circuits of said rotary switch being connected to one pole and the corresponding circuits, respectively, of said selector switch; a first plurality of indicating lamps corresponding in number to said plurality of selectable circuits, each connected respectively to the circuits, respectively, of the other poles, respectively, of said selector switch and with said power source to indicate the selected position of said selector switch and a second plurality of indicator lamps corresponding in number to said plurality of circuits of said two-pole rotary switch, each lamp, respectively, being connected between said source of electric power and the respective circuits of the other pole of said rotary switch to indicate the instant position of said rotary switch, a driving means coupled to said rotary switch for rotating said rotary switch; a relay circuit; an indicating means having a coincidence indicator and a lack of coincidence indicator, said indicating means being connected to said relay circuit, said relay circuit being connected to said rotary switch and said power source, said relay circuit being adapted to be energized when the selected circuit of said selector switch coincides with the position of said rotary switch whereby said coincidence indicator operates to indicate the coincidence thereof, and when the selected circuit of said selector switch and the position of said rotary switch are not coincident said relay is not energized and said lack of coincidence indicator operates to indicate the lack of coincidence.

2. An electrical analog of a game of the roulette type comprising: a plurality of single pole selector switches; a two-terminal source of electric power; a rotary switch having a plurality of single pole contacts arranged in a circle and having an arm with a single contacting member, each of said single pole contacts being coupled to one terminal, respectively, of one of said plurality of single pole selector switches, the other terminal of each of said single pole selector switches being connected to the first terminal of said source of electric power; a motive device coupled to said arm for rotating said contacting member to make contact with each of said plurality of single pole contacts; a normally open double-pole single-throw momentary switch; a relay, having a field coil and single-pole-double-throw contacts; one terminal of said field coil being connected through one pole of said momentary switch to said contacting member, the other terminal of said field coil being connected to the second terminal of said source of electric power; the arm of said single-pole-double-throw contacts being also connected to said second terminal of said source of electric power; a first indicating lamp; and a second indicating lamp, said first indicating lamp being connected between the normally open contact of said relay and the first terminal of said source of electric power through the other pole of said momentary switch; said second indicating lamp being connected between the normally closed contact of said relay and the first terminal of said source of electric power through said other pole of said momentary switch, whereby, after a selected one of said selector switches is closed and said arm is rotated until it stops at a random position, if the position at which said contacting member of said arm stops corresponds to the selected switch contact terminal, then when said momentary switch is closed, said relay is energized, and said first indicating lamp is lit, indicating a coincidence or "hit," if the position at which said contacting member of said arm stops does not correspond to the selected switch contact terminal, the relay is not energized and said second indicating lamp is lit indicating the absence of coincidence, or a "miss."

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3. An electrical analog of a game of the roulette type comprising: a plurality of single pole selector switches; a two-terminal source of electric power; a rotary switch having a plurality of single pole contacts arranged in a circle and having an arm with a single contacting member, each of said single pole contacts being coupled to one terminal of one of said plurality of single pole selector switches, the other terminal of each of said single pole selector switches being connected to the first terminal of said source of electric power; an electric motor having a pair of input terminals and a switch therefor, said motor coupled to said arm for rotating said contacting member to make contact with each of said plurality of single pole contacts; said motor being connected by one of its input terminals to one terminal of said source of electric power and by the other of its input terminals through its switch to the other terminal of said source of electric power; a normally open double pole momentary switch; a relay having a field coil and single-pole-double-throw contacts; one terminal of said field coil being connected through one pole of said momentary switch to said contacting member, the other terminal of said field coil being connected to the second terminal of said source of electric power; the arm of said single-pole double-throw contacts being also connected to said second terminal of said source of electric power; a first indicating lamp; and a second indicating lamp, said first indicating lamp being connected between the normally open contact of said

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relay and the first terminal of said source of electric power through the other pole of said momentary switch; said second indicating lamp being connected between the normally closed contact of said relay and the first terminal of said source of electric power through said other pole of said momentary switch, whereby, after a selected one of said selector switches is closed and said switch of said motor operated to start said motor to rotate said arm of said rotary switch until it stops at a random position, if the position at which said contacting member of said arm stops corresponds to the selected switch contact terminal, then when said momentary switch is closed, said relay is energized, and said first indicating lamp is lit, indicating a coincidence or "hit," if the position at which said contacting member of said arm stops does not correspond to the selected switch contact terminal, the relay is not energized and said second indicating lamp is lit indicating the absence of coincidence, or a "miss."

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